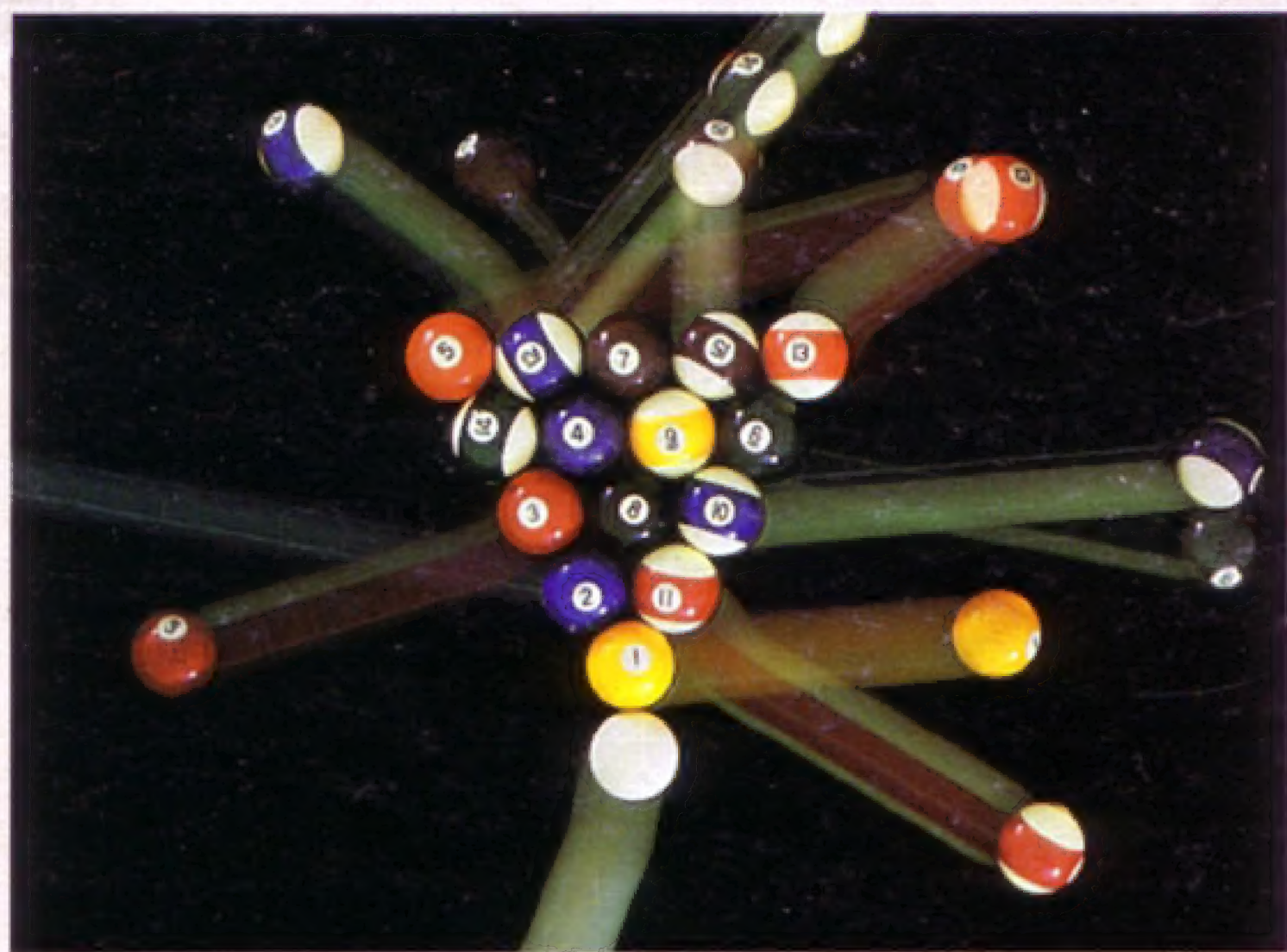# TRICK SHOT™

## GAME PROGRAM INSTRUCTIONS



Name your game: **Pool,**
**English Billiards** or **Trickshot** combinations
test your poise and accuracy,
while **9 Practice Shots** allow you to refine
your skills even further.
Line up with your **joystick-controlled cue.**
Decide how powerful an impact to apply
and use just the right amount of **"English."**
**One** or **two players** compete
for the winner's **trophy,** striving all the while
to perfect each shot.

To select one of the **14 Trick Shot variations,** flip **Game Select lever.** The game notation appears right of center on the blue strip at the bottom of your screen.

| Game Notation | Game Variation |
| --- | --- |
| 1T | 1-Player Trickshot |
| 2T | 2-Player Trickshot |
| 1P | 1-Player Pool |
| 2P | 2-Player Pool |
| 2B | 2-Player English Billiards |
| 1, 2…9 | Trickshot Practice Modes |

Instructions for playing each game appear in that game section of this manual.



To begin the selected game, tap **Game Reset lever.**
• Once **Reset** is tapped, a white dot appears next to the cue ball. This is your **cue.**
• In 2-player games, the game indicator (2T, 2P, etc.) disappears when **Reset** is tapped, replaced by the scoreboard for the player holding the **right joystick controller.** (See **Scoreboard.**)

**Left** and **Right Difficulty levers** control **cue ball scratch options.** See **Pool** section for instructions.

With your **joystick controller** you determine **cue placement, shot impact** and the amount of "**English**" applied in each turn.

## Cue Placement

• Move joystick **left** or **right** to rotate **cue** around **cue ball.**
• 32 possible cue positions.

## Shot Impact

• Press **red** joystick button.
• The **longer** you hold the **red button** down, the **harder** the **cue** hits the **cue ball.** For a **light** touch, press and release button immediately. For **maximum** impact, hold button down for **5 seconds.**
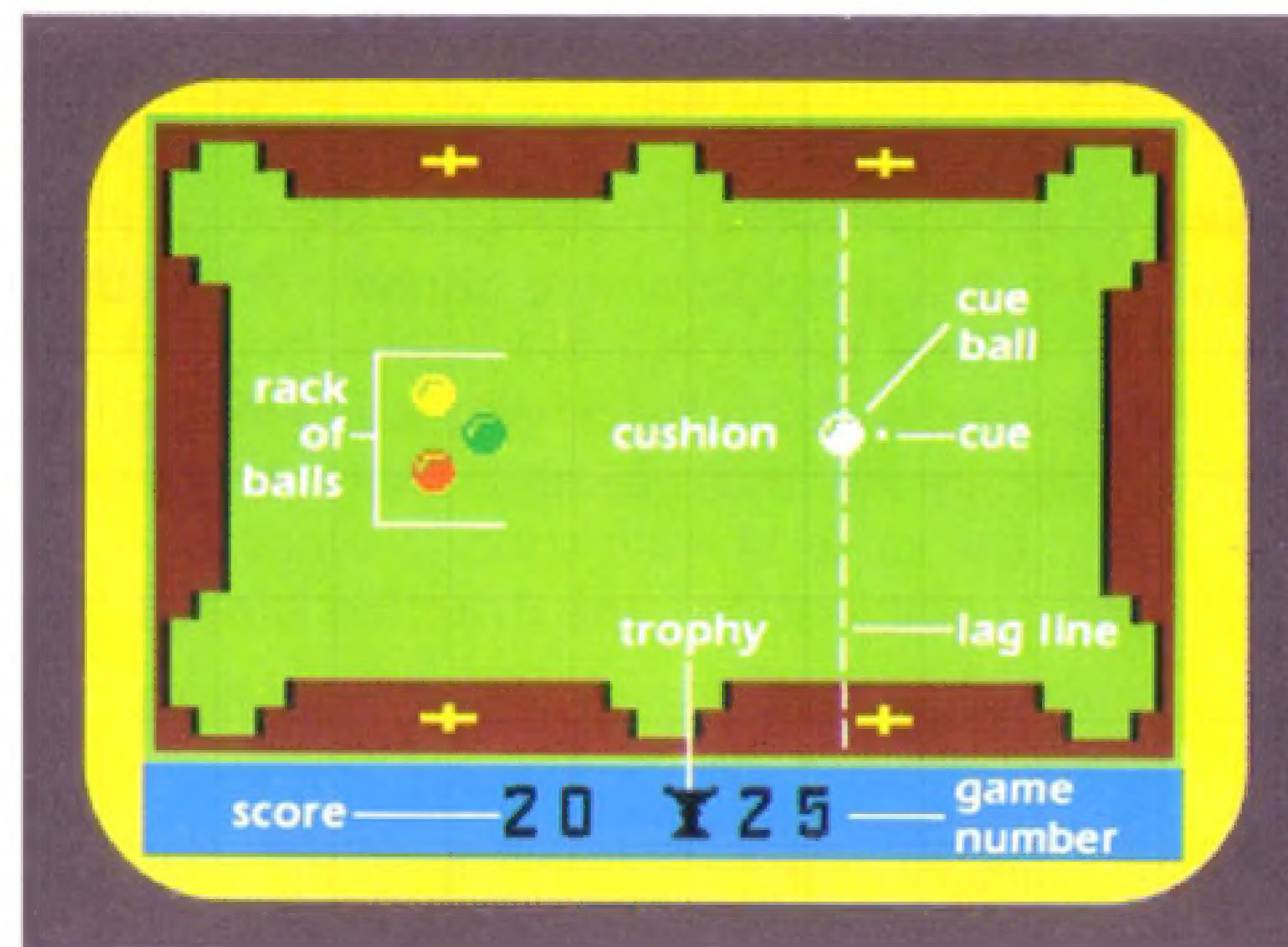
## "English"

In addition to **cue placement,** you control the angle of your shot by putting "**English**" (a spin) on the **cue ball.** To use "**English**":
• Position **cue.**
• Press **red** button and hold it down.
• **Lean** joystick in the direction you want the cue ball to spin. (See Joystick illustration.) **Remember:** "English" moves in relation to the table **as it appears on your screen.** You are not **behind** the cue as you shoot; you view the table from above. Determine directional spin accordingly.
• The longer you lean the joystick, the more "English" you apply. For **maximum** "English," hold in position for **7 seconds.**
• When the cue ball strikes another ball or the table cushion, it spins in the direction you've determined.

• **Be Careful!** Too much forward or reverse "English" on a shot rips the felt table covering. A ripping sound results. No penalty results.



## Scoreboard

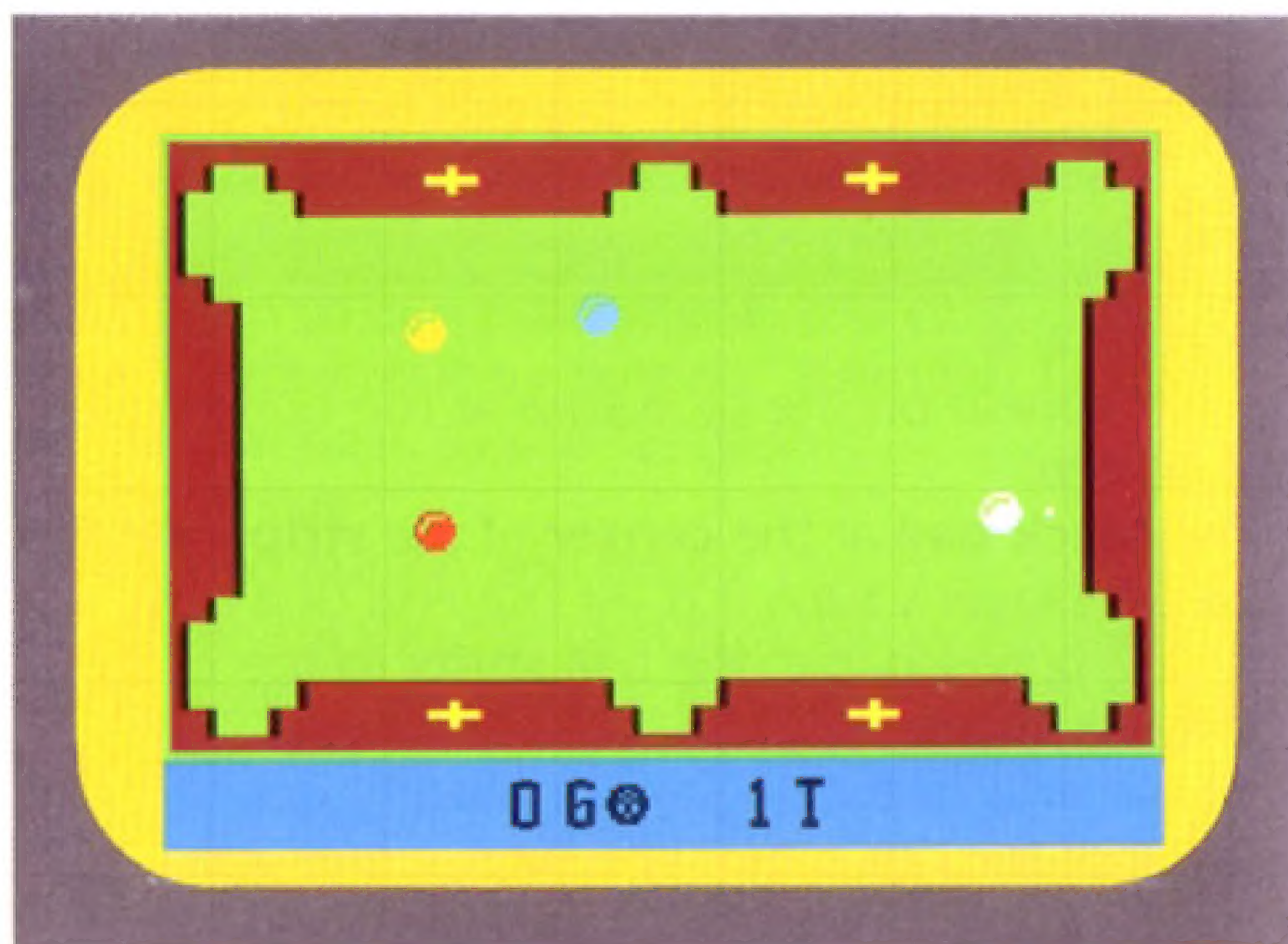Scores appear on the blue strip at the bottom of the screen.

• The **black ball** at the **center** of the **strip** indicates which player's **turn** it is. At the end of a turn in a 2-player game, the ball **shifts** to the other player's score.
• At the **end** of every game, a **trophy** appears in place of the black ball. The high scorer wins.
• In all 1-player games or in 2-player Trickshot games ending in a tie, the trophy automatically appears next to the **left** hand score.

## Objective

Hone your sharpshooting skills on these 9 **Trickshot** combinations. Find the exact mixture of **cue placement** and **touch** necessary to sink all the **object balls** in each shot. Try for a **perfect score of 37.**

## Game Play

- Study the shot. Decide where to place your **cue** around the **cue ball.**
- Determine how much **force** you want to use.
- Automatically advances to next Trickshot combination at the close of each shot. To work on individual combinations, see **Practice Modes.**



## Scoring

- Earn **1 point** for each object ball sunk.
- Earn a **2 point bonus** for sinking **all** object balls in a particular shot.
- **No** scoring penalty for a scratch. If you pocket an object ball or balls **and** the cue ball, you still score the same number of points.
- **Perfect score: 37.**

- A **trophy** appears at bottom center of screen beside winner's score.
- In a tie, the trophy appears left of center.

## Trickshot Game Variations

1-Player Trickshot
- Use left joystick
- Try to beat your highest previous score.
2-Player Trickshot
- Player holding the **left joystick** shoots first.
- When the first player's attempt is completed, the trickshot is automatically reset for the other player.

## Objective

Sink object balls and win. It only sounds easy!

## Game Play

- A game consists of 5 racks of 3 balls each: 15 object balls in all.

"The break"
- Game opens with the **cue ball** centered on the **lag line.** On the break shot, the **cue ball cannot be moved up or down the lag line.**
- Cue may be positioned around cue ball.
- Player holding the **left joystick breaks first.**

Regular Play
- Control **impact** of shot and "**English**" on cue ball with joystick controller. (See **Hand Controls.**)
- Player retains turn as long as an object ball or balls is sunk with each shot.
- If a player fails to sink a ball, or scratches, the next shot goes to the opposing player.
- When the last ball in one rack is pocketed, another rack appears on the **spot.** After the first rack of the game, the cue ball remains where it came to rest at the end of the previous shot.
- If the cue ball occupies a space where a new rack of object balls must be spotted, the **cue ball** will be **re-spotted** on the **lag line** to the right.

## Scratch

- If a player pockets the cue ball (scratches), the turn goes to his opponent.
- After a scratch, the **cue ball** is **re-spotted** to the **lag line.**
- If a player sinks an **object ball** and scratches, credit for the shot is nevertheless added to his score. The opposing player takes the next shot.

## Scoring

- 1 point per object ball.
- **2 point bonus** for sinking the last ball in a rack.
- **Maximum score:** 25.

## Game Variations

1-Player Pool
- Use left joystick controller.
- Play to **25.**

2-Player Pool
- First player to 25 wins. **Trophy** awarded at end of the game. Listen for the bells!
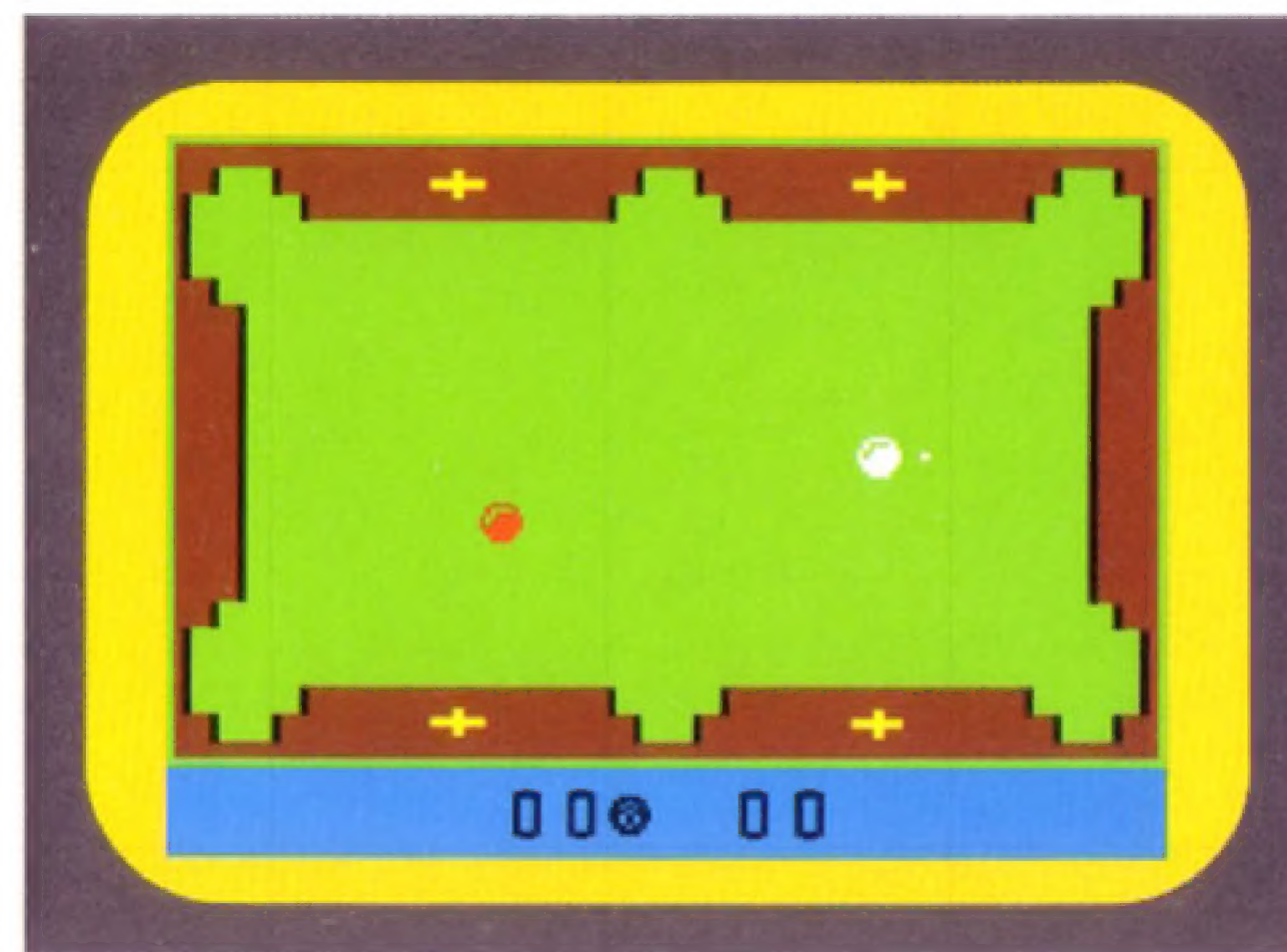
## Objective

Imagic has streamlined **English Billiards** so that you can play it without spending large sums for the right equipment. Obscure rules and penalties (too many taps with your cue, letting both feet leave the floor as you make a shot, playing out of turn…) have been altered or ignored.

In **English Billiards,** strategy pays in points. Using only 3 balls, a variety of scoring opportunities are possible. Expert manipulation of your **cue,** "English" and **cue impact** result in an exciting battle of wits.
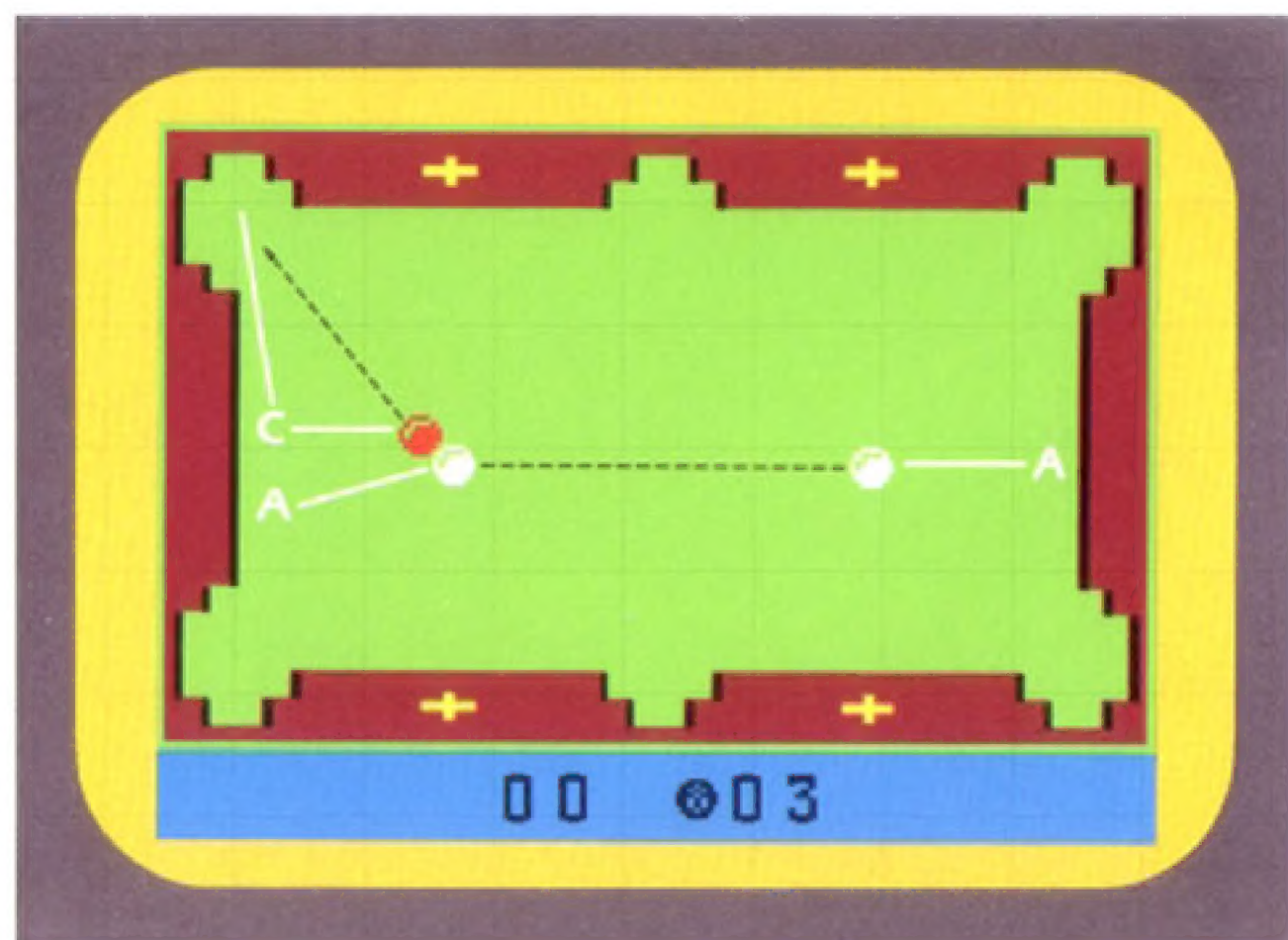
## Game Play

- You need only 3 balls: 2 cue balls and a red ball. Use your **cue** to strike the **cue balls.** The **red ball** is hit by knocking the **cue balls** against it.
- The **red ball** appears on the **spot** at the **left** of the table.

- The **striker's** cue ball lies centered on the **lag line** at the **right** of the table.
- You cannot control cue ball positioning along the lag line.
- The player holding the **left joystick controller** begins the game.
- When the first player's turn ends, the second player's **cue ball** comes into play.
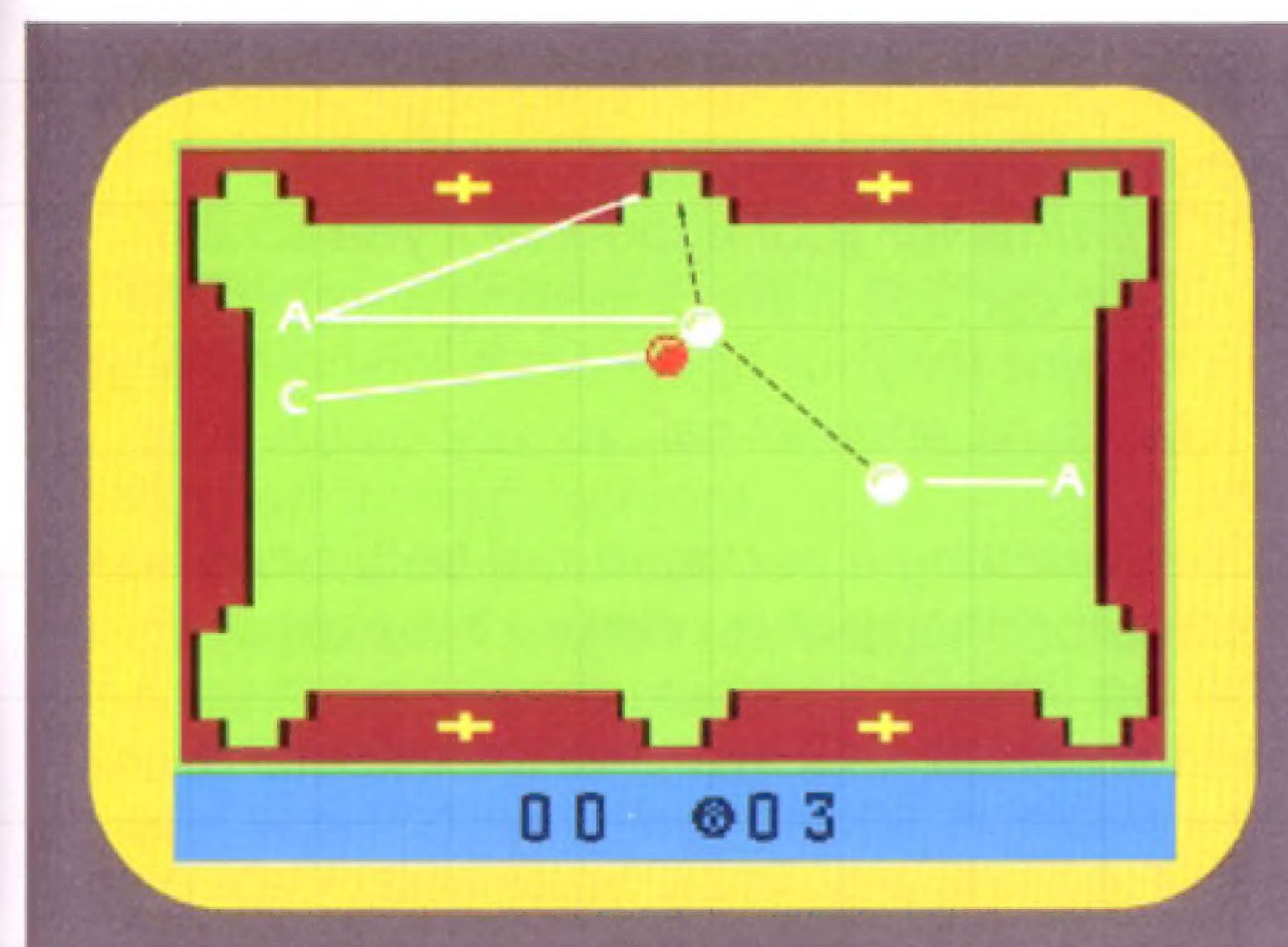
Regular Play
- Each time a player sinks a ball and scores, that player earns another shot.
- After **5 consecutive scores,** the opposing player gets the turn.
- If a player fails to score on his shot, the opponent takes the next shot.
- If the **striker** sinks his opponent's **cue ball,** that ball remains off the table until the turn ends.
- When the pocketed **cue ball** comes back into play, it is centered on the lag line.
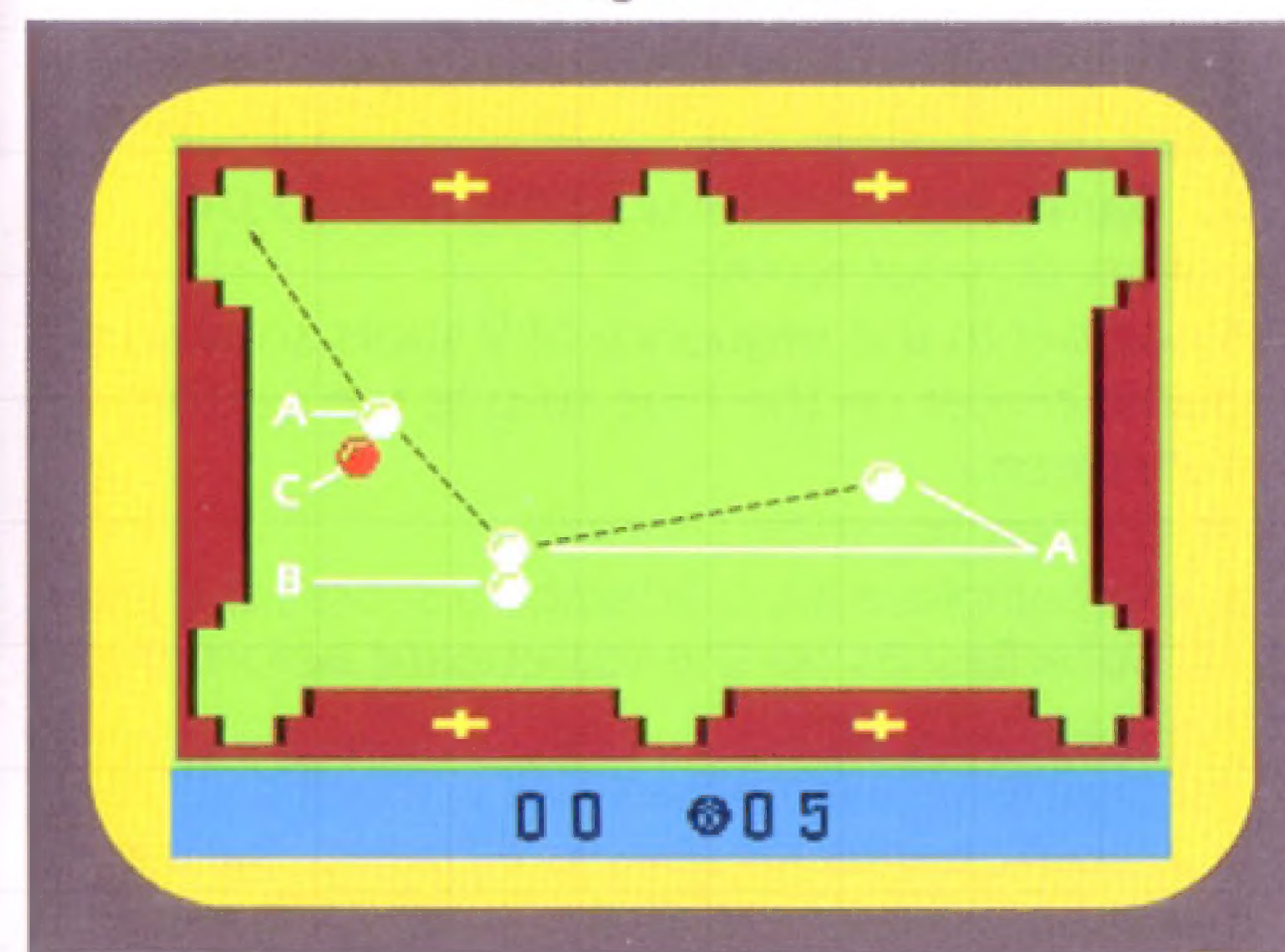- When the **red ball** is pocketed, it is immediately **re-spotted** on the **spot.**

Winning Hazards



Losing Hazards

## Scoring
- The **striker** scores for **winning hazards, losing hazards,** and **cannons.**
- The first player to reach **50 points wins.**
- Winning Hazards
    - **2 points** for sinking your opponent's cue ball.
    - **3 points** for pocketing the red ball.
- Losing Hazards
    - **2 points** for sinking your cue ball (scratching) off your opponent's cue ball.
    - **3 points** if you pocket your cue ball in off the red ball.
- Cannons
    - **2 points** if your cue ball strikes both other balls.
    - **2 points** for scratching your cue ball **after** hitting your opponent's cue ball **first,** then the red ball.
    - **3 points** awarded if you strike the red ball first and then hit the cue ball and scratch.



Cannons

A=cue ball
B=opponent's cue ball
C=red ball

Pictured are three of the six possible hazard and cannon scoring combinations.

## English Billiards Scoring
(cont.)

- Additional points possible
  - **3 points** for your opponent if you scratch your cue ball without striking another ball.
  - **1 point** for your opponent if, in shooting, you fail to hit another ball.

Note

- When resetting a pocketed **red ball,** a **cue ball** occupying the **spot** is **reset** to the **center** of the **lag line.**
- Similarly, a **cue ball** being **centered** on the **lag line** displaces another ball situated there.

## Objective
Perfect your performance in 1 or 2 player Trickshot by practicing individual shots.

## To Play
- Flip **Game Select** lever until the desired shot appears on your screen.
- Its number in the sequence of 9 shots shows up right of center on the blue strip at the bottom of your screen.
- Use the **left joystick** controller.
- As you complete each attempt, a score for those balls sunk flashes on the scoreboard before the shot is set up again.
  - **1 point** for each object ball pocketed.
  - **2 point** bonus for sinking all object balls in a shot.
- Experiment with cue impact and "English" until you master these challenging problem shots.

A note about your screen: It is possible to leave any **Trickshot** game in progress and come back later. If enough time has passed (15 minutes or more), the screen automatically shifts to **reduced luminence.** To restore the game screen to **full luminence,** tap the joystick controller.

Trickshot Audio Sounds
- Balls **thud** against cushions.
- Balls **click** as they collide.
- A **rip** rumbles as the felt tears when too much "English" has been applied to a shot.
- A loud **blast,** most disagreeable, greets a scratch.
- A **blip** signals a change in turns.
- A pleasant **ping** plays as you sink an object ball.
- Bells **sound** for the winner!

**break, breaking the rack:** The opening shot in a game of pool or English Billiards.

**cannon:** A way of scoring in English Billiards involving striking both other balls in play, or hitting both balls and **scratching** the **cue ball.**

**cue:** The white dot which strikes the **cue ball.** Position the **cue** by manipulating the joystick controller. (See **Hand Controls.**)

**cue ball:** The white ball the **cue** strikes.

**"English":** Putting a spin on the **cue ball** to adjust the angle of the shot. (See **Hand Controls.**)

**felt:** The green table covering.

**hazard:** Ways of scoring in English Billiards. A **winning hazard** is a shot which sinks the opponent's **cue ball** or red ball. A **losing hazard** involves the **striker's sinking** the **cue ball** off the opponent's **cue ball** or off the red ball.

**lag line:** An invisible line across the right third of the table.

**object balls:** In Trickshot and Pool, any balls other than the **cue ball.**

**rack:** The triangular formation of 3 **object balls** centered on the **spot** at the opening of pool. **Object balls** are re-racked when the last of a **rack** is sunk.

**re-spotted:** When a red ball in English Billiards is placed on the **spot.**

**scratch:** Pocketing your **cue ball** on a shot. No penalty results in Pool; scoring possibilities result in English Billiards. See individual game sections for particulars. Also see Pool for **"cue ball scratch options":** where the **cue ball** is or can be placed along the **lag line** when reset after a **scratch.**

**spot:** An invisible point at the center of the left third of the table. Racks in Pool line up on one spot; the red ball in English Billiards is spotted a bit lower.

**striker:** The player whose turn it is. The player "strikes" the cue ball to make a shot.

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# TRICK SHOT™

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